MASSIVE DARKNESS
2
HEAVENFALL
RULES & QUESTS
CMON

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GAME COMPONENTS

10 ENEMY MINIATURES

Archangel Raphael x1

Uriel x1

Baalberith x1

Angel Leader x1

Angel Minion x6

Roaming Monster Card x24

Double-Sided Boss Dashboard x2

Set Power Card x12

Mob Item Card x60

Epic Treasure Card x16

Legendary Treasure Card x38

Legendary Treasure Token x4

Companion Token x2

Lifebringer Token x1

Uses Token x10

Rogue Token x9

Mob Card x30

Skill Card x72

Spirit Reference Card x2

Campaign Card x30

Rogue Effects Card x2

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Double-Sided Game Tile x4

Town Dashboard x1

Campaign
Level Token x6

Red Attack Die x3
Green Defense Die x5

GAME OVERVIEW

From the depths of the Infernal Realm to the heights of Heaven, the ***Massive Darkness 2: Heavenfall*** Campaign takes players all across the realms eternal as they pursue the source of the Supernal Realm's involvement in the current Massive Darkness. Only by battling their way through the corrupted hordes can the Lightbringers hope to discover the true source of the Darkness!

The Heavenfall Expansion's Campaign Mode introduces a new way to play Massive Darkness 2, allowing players to develop their Heroes further than ever before with 5 additional levels and taking them on a journey where they can choose their path to discover what's behind Heaven's corruption!

The Heavenfall Campaign consists of 14 interconnected Quests from which players explore 8 in the course of each playthrough. Some Quests are brand-new while others take place in the Infernal Realm and present a new twist on Quests from Hellscape. The Heavenfall Campaign features 3 possible endings based on players' decisions. But beware: If players lose the same Quest 3 times, they lose the Campaign!

Massive Darkness 2: Heavenfall also introduces a bustling Town filled with options for players to explore. As a home for the Lightbringers between Quests, they will have access to the Town's services, allowing Heroes to purchase specific items, buy potions for the next adventure, or even gamble!

BASIC CONCEPTS

DICE

There are 2 new different types of dice, each designated by a different color. Note that, as in the Hellscape core box, players are limited to the amount of dice that comes in this box.

- : The red dice are a new, stronger tier of Attack dice.
- : The green dice are a new, stronger tier of Defense dice.

SKILL CARDS

Each Class gains new skill cards that function the same way as skills from the ***Massive Darkness 2: Hellscape*** core box.

Hybrid Skills Requirement: Some skills are Hybrid skills that require players to have 2 previous skills at certain levels.

When players choose these skills, instead of replacing them with the previous 2 skills, the corresponding Hero simply gains the new skill **without replacing** any previous one.

Tip: All Hybrid Skills in this expansion require 2 Rank IV cards. Experienced players should plan ahead when choosing skills!

ITEMS

In addition to the 3 existing rarities of items, ***Heavenfall*** introduces the Legendary Item rarity, represented by its corresponding Treasure tokens and Treasure deck. This expansion also contains new Epic Items to be used only in the Campaign Mode (see page 6). When playing the Campaign, simply shuffle these cards into their apropriate decks.

There are also Mob Items for levels 6 through 10, as shown on the back of the cards. All Mob Items of levels 6 through 9 are Epic Items, while Mob Items of level 10 are Legendary Items.

ITEM SETS

This expansion also brings 2 new Sets of items for players to collect and equip: The **Hellfire** and **Darkbringer** Sets. The new sets function like the ***Shadowbane Set*** from the Hellscape core box (page 22 of the Hellscape rulebook).

The ***Hellfire Set*** focuses on Fire damage and token control. The ***Darkbringer Set*** focuses on Shadow and automatic damage infliction for powerful effects.

Heroes may never have more than 1 Set Power card in effect. If by any chance a Hero has reached a condition where they would have more than 1 Set Power, they must choose 1 to be active. If they would later like to change their active Set Power, they can simply change it during a Trade and Equip action.

ENEMIES

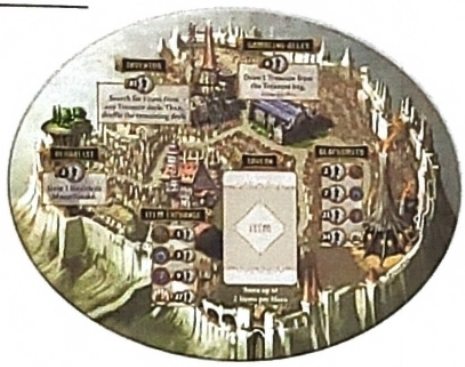
Heavenfall brings 1 new Mob and 2 new Roaming Monsters that can be added to any one-shot Quest. To include them in the game, simply shuffle these cards into their corresponding decks. Additionally, Heavenfall brings Enemy cards of levels 6-10 for all Mobs and Roaming Monsters from both Hellscape and Heavenfall. These 6-10 Enemy cards are used only when playing in Campaign Mode (see page 6). When playing the Heavenfall Campaign, make sure to include the Corrupted Angels Mob cards and both Roaming Monsters (Archangel Raphael and Uriel) to their corresponding decks.

GAME TILES

The 4 new double-sided Game Tiles are used only in the Heavenfall Campaign and take the action from the infernal Dungeons to the Supernal Realm, Heaven itself. Note that on Tile [B]4B, the green borders are walls.

Tiles [B]3B and [B]4A are the Tiles of the last Boss Fight. Their Zones do not have walls, and miniatures may stand in all Zones. Dark Cloud Zones are Shadow Zones, while the Illuminated and Sky Zones are Light Zones.

THE TOWN



After winning a Quest in Campaign Mode (see page 6), Heroes are allowed to enter the Town. The Town features 5 areas:

- **Blacksmith:** Heroes may spend Loot (see page 7) and items to draw items from the Treasure decks based on how much they spend.
- **Inventor:** Heroes may spend a great amount of Loot to gain any item of their choice.
- **Herbalist:** Heroes may spend Loot and items to purchase Health and Mana Potions from the Starting Equipment cards.
- **Gambling Alley:** Heroes may spend Loot and items to try their luck pulling a Treasure token from the Treasure bag, possibly gaining a more powerful item.
- **Tavern:** Heroes may place items in the Tavern so they can be used in later Quests.

CAMPAIGN CARDS

This expansion introduces 30 Campaign cards used in Campaign Mode (see page 6). Do not look through these cards unless instructed to do so. They are revealed by completing Quests, Side Quests (see page 7), Achievements (see page 8), or by choosing 1 Quest over another during the Campaign progression.

SPOILERS AHEAD!

We recommend players to only read the rest of this page if they have any doubts on how a specific Campaign card works, after they are revealed.

Item Cards: The most common type of Campaign cards are items. They are treated as any other item and its rarity is indicated by their background color. If a Campaign item card is expended by an ability, effect, or at the Town, that item is removed from the Campaign.

Companion Cards: Some Campaign cards are Companions and may grant additional help to the Heroes on their Quests. If players have unlocked a Companion, at the start of each Quest, they must choose a Hero for them to accompany. While in the Dungeon, Companions count as Heroes for any other purpose, such as the purpose of targeting miniatures (but not for number of Minions in Mobs, Roaming Monsters' Health, etc.).

During their turn, when accompanied by any Companion, a Hero may activate each of their Companions once (the first activation does not cost an action) and may spend actions to activate them again. When activated, the Companion performs Attack or Move actions. When performing a Move action, each Companion has 2 MP just like any other Hero. However, they can't Interact, Open Doors, Recover, or carry any items, unless stated otherwise. They do not roll the Shadow die when attacking in Shadow. Whenever a Companion kills an Enemy miniature, the accompanied Hero gains that experience. Some Companions are represented by tokens on the board, while some others may use an Enemy miniature. In the latter case, remove their corresponding cards from all the Mob or Roaming Monster decks. If a Companion is killed, remove them from the Campaign.

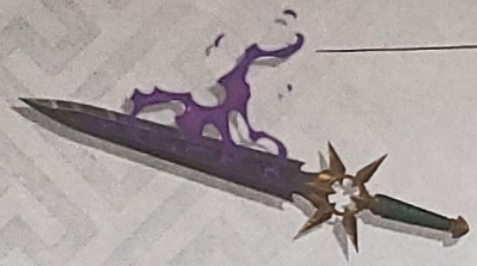
Special Effects: Some Campaign cards grant Special Effects to the Heroes. When a Special Effect card is revealed, keep it close to the Dungeon as a reminder. This Special Effect is active until the end of the Campaign, unless stated otherwise. Some Special Effects may also grant additional tokens or components, such as an additional Lifebringer token.

Special Skills: Some Campaign cards may grant additional Special skills to Heroes. When a Hero acquires a Special skill, they keep it until the end of the Campaign.

Companion and Weapon Skills: Some Campaign cards may grant effects to Companions or specific weapons. These are stated at the bottom of the card. Companion skills are applied to the respective Companion. Weapon skills are applied to that weapon. If Heroes trade a weapon containing a skill, the skill goes with the weapon.

Town Cards: Some Campaign cards modify the Town. When revealed, place the Town card on top of the respective Town area until the end of the Campaign. They replace that Town area's previous effect.

Uses Tokens: Some Campaign cards require tokens to be activated. At the start of each Quest, place as many tokens as shown on the card. Whenever a Hero activates that card's ability or effect, remove 1 token from that card. If the Hero cannot remove 1 token from that card, they may not use its ability or effect. Consumables that require tokens are not discarded when they run out of tokens but remain in the Hero's Inventory (they are replenished at the start of the next Quest).



CAMPAIGN MODE

SETUP

In addition to the setup rules explained in the ***Massive Darkness 2: Hellscape*** rulebook, also perform the following steps:

1. **Level Token:** Instead of the Level token from Hellscape, players should slot the Campaign Level token on their Hero dashboard, with the Levels 1 to 5 side faceup.

2. **Treasure Bag:** Instead of the regular number of Treasure tokens, players place only 10 Common Treasure tokens and 1 Rare Treasure token in the Treasure bag.

3. **The Town:** Place the Town dashboard near the playing area. Heroes interact with the Town after each successful Quest.

4. **Campaign Cards:** Place the Campaign cards for the corresponding Campaign (if any) facedown close to the Town. Some Quests instruct players to draw them.

5. **Mobs and Roaming Monsters:** Form 6 new Enemy decks with all the corresponding Mobs and Roaming Monsters cards levels 6 through 10, as indicated on the back of the cards.

6. **Items:** Shuffle all the new Epic Item cards into their corresponding deck. Sort the Legendary Item cards and the new Mob Item cards into separate decks according to their card backs and shuffle each deck.

7. **Starting Items:** Heroes only gain the starting equipment from Hellscape when playing the first Quest in the Campaign. When playing from the second Quest onwards, each Hero can bring up to 7 items (see page 7).

8. **Class Components and Skills:** When players choose their Heroes, they must take the additional components of their Class included in this box, which are needed for Levels 6 through 10.

9. **Remove the following Door cards from the game:** Treasure Trap Room, Learning Room, Blood Ritual Room, Light Chamber, Hell's Army, and Weapons Cache Room.

10. **Darkness Track:** Randomly draw 3 Treasure tokens from the Treasure bag and place them on the spaces with the Treasure icons in the Darkness Track.

GAMEPLAY

Campaigns are played over a series of Quests. As soon as the players choose their Heroes and start the Campaign, they follow these Phases in order:

1. **Campaign Phase**
2. **Quest Phase**
3. **Town Phase**

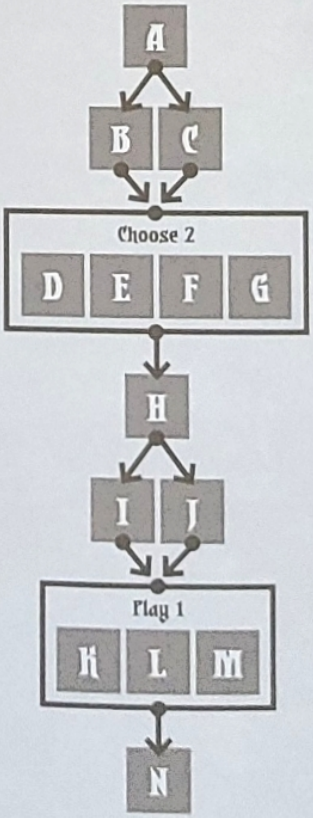
1. CAMPAIGN PHASE

In this Phase, players choose which Quest they will play. They start the Campaign playing the first Quest (in ***Heavenfall*** it is **Quest A: First Investigation**). But after that, they are able to choose between specific Quests as described at the end of each Quest.

It is important to note that players may not change their Class or Hero after the Campaign has started.

Heavenfall Campaign

The Campaign track below is a visual reminder of what choices are available in each Campaign Phase.



2. QUEST PHASE

In this Phase, players play the Quest they have chosen. There are additional rules to be noted, some of which are modified rules from the Core Box.

Starting Health, Mana, and Class Components: Heroes start each Quest with their current maximum Health and Mana. They may freely trade amongst themselves. Then, place the Heroes in the Starting Zone(s) in the Dungeon.

Setup each Hero as usual, with the following exceptions:

- Heroes keep their level and acquired skills between Quests.
- If the Heroes won the previous Quest they keep their current experience; if they lost, they start with 0 XP.
- Do not place the Rare and Epic Treasure tokens next to the Level token; they remain in the reserve.
- Heroes from Classes that have skills tied to their Class components (such as the Wizard Spell Amulet or the Paladin dashboard) may rearrange their skills on their respective slots.

Starting Items: Heroes keep items between Quests. During the Quest Setup, each Hero brings with them up to 7 items. The Tavern on the Town is able to store spare items for the Heroes (see page 8). Any leftover items must be discarded and shuffled into their corresponding decks.

Loot Tokens: When Heroes reveal a Chamber, do not replace the Loot tokens in that Chamber with Treasure tokens. Heroes may interact with Loot tokens to pick them up and spend them in the Town if they win the Quest. After finishing a Town Phase or losing a Quest, Heroes must discard any remaining Loot tokens.

Enemy Rewards: All Mobs reward 0 Treasure tokens and all Roaming Monsters reward 1 Treasure token.

IMPORTANT: *This rule applies to all Mobs and Roaming Monsters regardless of the Enemy Level and any Reward icon that might appear on their card.*

Darkness Track: Ignore the printed Treasure icon on the Darkness Track during the Quest. When the track advances to a space with a Treasure token, placed during setup, return it to the Treasure bag and draw 1 Treasure card from the corresponding deck. Give that card to any Hero in the Dungeon. At the end of any Quest, return any unused Treasure token from the Darkness Track back to the Treasure bag.

Chests: When a Hero interacts with a Chest, they must discard the Chest token (without flipping it) and draw Treasure tokens from the Treasure bag based on the Chest type:

- **Regular Chest:** 1 Treasure token
- **Greater Chest:** 2 Treasure tokens

Draw that many Treasure cards from the corresponding decks. Then, return the tokens to the Treasure bag.

Forges: When a Hero interacts with a Forge token, instead of its regular effect, remove that Forge from the Dungeon. Then, that Hero draws 1 card from the Mob Item deck corresponding to their current Dungeon Level.

Side Quests: Most Quests have a Side Quest listed in their description. Heroes claim the Side Quest rewards when they win the current Quest and also complete the Side Quest's condition. They do not claim the rewards if the Quest ends in defeat.

Losing the Quest: In addition to the usual losing conditions, if the Quest is not won by the 4th round of the back side of the Darkness Track, the Quest ends in defeat. When a Quest is lost, Heroes do not advance to the Town Phase. They also lose all their unspent XP, but do not lose any levels they have already achieved.

Discard all Loot tokens. Each Hero must discard their items until they have a maximum of 7 items each. Then, players may retry that Quest from the start. If there are multiple Quests available in their current step of the Campaign (see page 6), they may choose another Quest to play.

Losing the Campaign: If the same Quest is lost 3 times, the Campaign is lost, and players must restart the entire Campaign.

3. TOWN PHASE

After winning a Quest, the Heroes go to the Town Phase. All Heroes may freely trade amongst themselves. Then, reshuffle all discarded items into their corresponding decks. At any moment during the Town Phase, players may check if they have completed any of the Achievements (see page 8).

While in Town, players may discuss among themselves and collectively spend all their acquired Loot tokens and items to interact and use the effects of each Town area. Items that are spent or discarded in any of the Town areas are only reshuffled back into their corresponding decks at the end of the Town Phase.

Loot Tokens and Item Exchange: Each Town area has a different cost in Loot tokens that must be spent to use its effects. Each item rarity has an equivalent value in Loot tokens. Players may discard items to pay for Town area costs and may add the items' value to Loot tokens they currently have to pay for costs. When discarding items this way, they do not generate leftover Loot tokens. So, if players decide to interact and discard an item that is worth 3 Loot tokens on an effect that requires only 2 Loot tokens, they do not gain 1 Loot token back.

The number of Loot tokens each rarity of item grants is shown below:

- : 1 Loot token
- : 3 Loot tokens
- : 9 Loot tokens
- : 27 Loot tokens

Herbalist: Each interaction with the Herbalist costs 2 Loot tokens. For each interaction in this area during the Town Phase, players may select 1 Health or 1 Mana Potion from the Starting Equipment cards as long as there are still any of these cards available.

Gambling Alley: Once per Town Phase, players may interact with the Gambling Alley. Each interaction costs 6 Loot tokens. For each interaction in this area, players may draw 1 Treasure token from the Treasure bag. Draw 1 Treasure card from the corresponding deck and return the token to the Treasure bag.

Blacksmith: Costs for each interaction with the Blacksmith varies depending on the Treasure deck the players decide to draw from. Once players chose a deck, they pay the corresponding cost in Loot tokens (shown below) to draw 1 card from that deck and give it to any Hero.

- : Costs 2 Loot tokens
- : Costs 7 Loot tokens
- : Costs 21 Loot tokens
- : Costs 54 Loot tokens

Inventor: Each interaction with the Inventor costs 81 Loot tokens. For each Interaction in this area during the Town Phase, players may search and take any 1 card from any Treasure deck, then shuffle the remaining deck.

Tavern: The Tavern is an area where Heroes can leave items behind instead of taking them into the next Quest. Items left in the Tavern can be retrieved by the Heroes in a subsequent Town Phase. The Tavern can hold up to 2 items per Hero in the party. The Tavern area has no cost.

Remember that Heroes may only start the next Quest with a maximum of 7 items each!

ACHIEVEMENTS

During the Town Phase, players check if they have accomplished the Campaign achievements, if any. They gain their reward the first time each condition is met. In ***Heavenfall***, they are the following:

- **Complete 3 Side Quests:**
  Draw Campaign card 1.
- **Interact with the Gambling Alley 4 times:**
  Draw Campaign card 3.
- **During the Town Phase, discard 5 Potion cards with different names at once, with no effect:**
  Draw Campaign card 4.
- **Obtain the Greater Power of the Darkbringer Set (4+ parts):**
  The Hero with the Greater power gains Campaign card 5.
- **Obtain the Greater Power of the Hellfire Set (4+ parts):**
  The Hero with the Greater power gains Campaign card 6.
- **Lose the same Quest 2 times:**
  Draw Campaign card 7. This Achievement may be accomplished at any moment, even out of the Town Phase.
- **Hidden Achievement:**
  This Achievement is only available after completing **Quest H: Releasing Michael**.

QUESTS

Campaign Progression: After winning a Quest, players perform the following steps as indicated on each Quest:
- Claim the Quest Reward;
- Claim the Side Quest Reward, if completed;
- Distribute experience points;
- Update the Treasure bag;
- After the Town Phase, go to the next Quest as indicated.

Start the Heavenfall Campaign by playing **Quest A: First Investigation.**

AVOIDING SPOILERS!

Do not read the 'Campaign Progression' box of each Quest until it has been successfully completed.

QUEST A:

FIRST INVESTIGATION

Ten years have passed since the quelling of the Massive Darkness invasion. The Lightbringer Company has established itself in Crondar as peacekeepers and champions of good. The Council of Crondar was formed by representatives from across the nations and prosperity reigns, but this fragile harmony will not last. Disturbing reports have come to the Lightbringer Company out of the far reaches telling of monsters and foul creatures appearing and harassing a nearby town. Rumors say that a portal appeared in the wilderness and from which the townsfolk suspect the beasts are emerging. A party of Lightbringers has been sent to investigate and close the portal before any more damage can be done.

Tiles needed (from *Hellscape*, [A] Tiles): **1A, 4A.**

QUEST OBJECTIVES

Complete the objectives in order:
1- Ritual Scrolls: Gather the Scrolls
2- Closing the Portal: Destroy the Rift

QUEST SPECIAL RULES

• **Ritual Scrolls:** In order to close the Rift, players need the Scrolls. The Scrolls are represented by the Objective tokens. Any Hero may spend 1 MP while standing in an Objective token's Zone to gather the Scroll. Scrolls may be traded like items.

• **The Rift:** The Portal token in the bottomost Chamber is the Rift. It does not follow the regular rules for Portals. This Portal token is only used to represent the Rift.

• **Closing the Rift:** Any Hero holding both Scrolls may spend 1 action while standing in the Rift's Zone to destroy the Rift.

SIDE QUEST

NOOKS AND CRANNIES!
We should investigate the whole dungeon. We might find something interesting!

• **Condition:** Reveal **all** Chambers.
• **Reward (only if you win):** Draw Campaign card 8.

QUEST A: CAMPAIGN PROGRESSION

It seems the news is more worrying than it was first assumed! Not only was there a portal emanating Darkness, but there were multiple portals! This isn't a one-time incident. The Council must be informed immediately. Meanwhile, unaware of how worrying the situation truly is, the townsfolk decided to pitch some of their savings together and gift the heroes with a token of gratitude for defeating this minor nuisance.

• **Reward:** Players may use the Gambling Alley for free during the next Town Phase, instead of paying the usual cost.
• **Distribute experience amongst Heroes as they wish:**
  1-2 Heroes: 3 XP
  3-4 Heroes: 7 XP
  5-6 Heroes: 11 XP
• **Update Treasure bag:** Add 2 Rare tokens to the Treasure bag.

NEXT QUEST:
The Council pondered on what could be done, and the Lightbringer Company also gave their take on the matter. After a long discussion, it was decided that a party of Lightbringers should be sent through a portal and discover the source of the Darkness. Unfortunately, this is a dire mission and the chances of coming back are slim, since it is still not known what might be on the other side.

First and foremost, the heroes need to find a portal. One has been reported close by and the heroes may be able to find a way to use it. There is also an old Lightbringer, known for his prowess in manipulating portals, who has offered to help create a ritual that might summon a portal for the heroes.

CHOOSE 1:

- Highway to Hellscape (Quest B, page 10)
Go headfirst into an open portal and take your chances.

- The Passage (Quest C, page 11)
Aid the Summoner in conjuring a Portal.

**Loot tokens are placed according to the number of Heroes:*

QUEST B:

HIGHWAY TO HELLSCAPE

As the Lightbringers approach the region with the reported portal, they meet a couple of battered and bruised townsfolk coming the opposite way. They said they were ambushed by foul creatures just over yonder. In the dungeon, the party notices that there is a sacrificial altar behind a strange door. That door must be opened so the Heroes can use the altar to throw themselves into the portal, even at the cost of their lives or their souls!

Tiles needed (from *Hellscape*, [A] Tiles): **1A, 3A, 5A.**

QUEST OBJECTIVES

Complete the objectives in order:
1- Open the Gate: Press both switches
2- Enter Hell: Escape through the altar

QUEST SPECIAL RULES

• **The Gate:** The Gate (door with a white outline) allows creatures from the Darkness to pass. Enemies can freely move through this door. Unfortunately for the Lightbringers, it can't be opened by conventional means. In order to open the Gate, Heroes must activate both switches. The Gate blocks Line of Sight.

• **Open the Gate:** The switches are represented by the color-side-up Objective tokens. Any Hero standing in a Zone with one of these Objective tokens may spend 1 movement point to interact with it and remove it from the Dungeon.

• **Inferno Reveals:** As soon as both color-side-up Objective tokens are removed, the Gate opens. Flip the door indicated with a white outline to the open side and reveal the Chamber as usual.

• **Enter Hell:** Any Hero on the altar Zone (marked by the gray Objective token) may spend 1 MP to exit the Dungeon. Once all Heroes have exited, the Quest ends in victory.

SIDE QUEST

ENLIGHTENED!
Show the Enemies that you are not here just for show! The power of cooperation and coordination will overcome these ragged mobs.

• **Condition:** Activate both switches on the same round.
• **Reward (only if you win):** Draw Campaign card 9 and choose 1 Hero to gain that card.

Hero Starting Zone
Gray Objective Token x1
Color-Side-Up Objective Token x2
Regular Chest Token x2
Starting Mob Zone x1
Spawn Token x4
*Loot Token**
Forge Token x1
Pillar Token x1
Closed Door Token x9
Roaming Monster Portal Token x1
Portal Token (Up to x2)
Spike Trap Token x1
Bridge x2

**Loot tokens are placed according to the number of Heroes:*
1-2 → 1
3-4 → 2
5-6 → 3

QUEST B:
CAMPAIGN PROGRESSION

As the heroes emerge through the other side of the portal, a sense of accomplishment fills their hearts. Unfortunately, their lack of knowledge of how to manipulate the portal had surprising consequences on the last one through! They seem to have been affected by chaotic magical energies.

• **Reward:** The last Hero to exit the Dungeon gains Campaign card 16.
• **Distribute experience amongst Heroes as they wish:**
  1-2 Heroes: 3 XP
  3-4 Heroes: 7 XP
  5-6 Heroes: 11 XP
• **Update the Treasure bag:** Remove 2 Common tokens and add 1 Rare token.

NEXT QUEST:
As the heroes finish rejoicing, their wits come back to them. The mission has only just begun. The strong stench of sulfur impregnates the air, making it foul and hard to breathe. Could this be Hell? What should the heroes do?

Go to Choose your Destiny (page 12).

QUEST C:
THE PASSAGE

The party of heroes encounters the old Lightbringer. He seems vaguely familiar, but it might just be a coincidence. The mysterious old man tells the heroes that he can open a portal to take the party to the source of the Darkness, but they must escort him to a place where he can feel and channel the dark energies that are once again emanating.

Tiles needed (from *Hellscape*, [A] Tiles): **2A, 4A, 5A.**

QUEST OBJECTIVES

Complete the objectives in order:
1- Protect the Summoner: Keep the Summoner alive until they reach the Rift
2- Enter Hell: Enter through the Rift

QUEST SPECIAL RULES

• **Who is this?** Use the Summoner Companion token to represent the Summoner.

• **The Summoner:** Starting in the 2nd round, at the start of every Hero Phase, the Summoner moves 2 Zones toward the door with the white outline, always using the shortest path. In addition, the Summoner:
- Cannot open Doors;
- Can never leave a Zone with Enemies;
- Counts as a Hero for the purpose of Enemies and Heroes targeting miniatures, but cannot perform any actions other than moving as described above;
- Cannot hold any items.

• **The Rift:** As soon as the Summoner reaches the Zone with the door with the white outline, if it is closed, they end their movement and open the door. Reveal the Chamber as usual. If the door is open, the Summoner continues their movement toward the Rift, represented by the Objective token.

• **Enter Hell:** As soon as the Summoner reaches the Rift Zone, they will have successfully channeled the Rift's energy. Flip the Objective token and remove the Summoner from the Dungeon. After this, any Hero may spend 1 MP in the Rift Zone to leave the Dungeon. As soon as all Heroes have entered the Rift, the Quest ends in victory.

SUMMONER STATS: *Health: 5, Defense: 2*

SIDE QUEST

UNTOUCHED!
If we can keep the Summoner safe and sound, maybe we can help him further his knowledge on how these portals work.

• **Condition:** The Summoner doesn't take any Wounds during the Quest.
• **Reward (only if you win):** Draw Campaign card 10.

QUEST C:
CAMPAIGN PROGRESSION

As the heroes arrive on the other side of the rift, they are surprised to see that the Summoner is there with them! There is a silver lining after all! "I've grown old and weak in the past ten years, but I'll help with what I can in seeing this mission through. I won't let you down."

• **Reward:** Draw Campaign card 17.
• **Distribute experience amongst Heroes as they wish:**
1-2 Heroes: 13 XP
3-4 Heroes: 17 XP
5-6 Heroes: 21 XP
• **Update the Treasure bag:** Remove 2 Common tokens and add 1 Rare token.

NEXT QUEST:
As the heroes finish rejoicing, their wits come back to them. The mission has only just begun. The strong stench of sulfur impregnates the air, making it foul and hard to breathe. Could this be Hell? What should the heroes do?

Go to Choose your Destiny (page 12).

CHOOSE YOUR DESTINY

This place looks like Hell, smells like Hell, and feels like Hell... The place the Lightbringers arrived in is an ample hall with four corridors, each heading in a different direction. The party must find clues and possible solutions to end the source of Darkness. The path they choose may set their destinies, for better or for worse. What will be your destiny?

Players collectively choose any 2 of the following 4 Quests to complete.

- Demon Artifact (Quest D, this page)
A legendary artifact is known to be kept in Hell. This artifact grants amazing powers to its wielder and might help the heroes to defeat the source of Darkness. But at what cost?

- The Cursed Sword (Quest E, page 13) This Quest cannot be chosen with Single Player rules.
The Cursed Sword is known for harnessing its wielder's power, but it must be tamed. With this sword, the Lightbringers might be able to defeat the source of Darkness.

- Hellish Maze (Quest F, page 14)
A maze in Hell? What could possibly go wrong? Maybe if the heroes don't do what the enemies expect, they might come out on top.

- The Horror Beast (Quest G, page 15)
The Lightbringers can hear distant roars and chuckles in a frenzied rhythm. They've heard this sound before: The Beast that terrorized the town for ages and was never caught. Could it be that it is a Hellspawn?

After successfully completing the second Quest, go to *Releasing Michael* (Quest H, page 16).

**Loot tokens are placed according to the number of Heroes:*

1-2 → 1 | 3-4 → 2 | 5-6 → 3

QUEST D:
THE DEMON ARTIFACT

Stories tell of a legendary artifact that is known to be kept in Hell. The Lightbringers decide to quest for this item in the hopes that its amazing, yet evil, powers might be able to help them defeat the source of Darkness. Sometimes, you must fight fire with fire! Once the heroes get closer to the area where the artifact is rumored to be, they notice something odd. The artifact has been shattered. Someone knew they were coming! The heroes must now find a way to reforge the Demonic Artifact so its power can once again be harnessed.

Tiles needed (from *Hellscape*, [A] Tiles): **1B, 3B, 5B, 7B.**

QUEST OBJECTIVES

Complete the objectives in order:
1- Gather the Shards: Collect 3 of the 4 Shards in the Dungeon
2- Forge with Hellfire: Use 3 Shards to forge the Artifact in the Demonic Forge

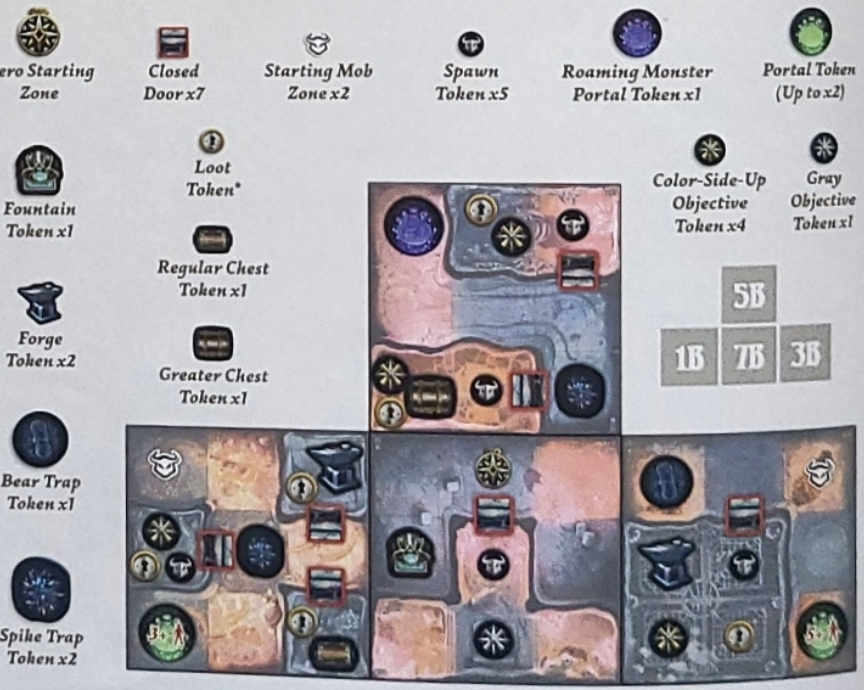
QUEST SPECIAL RULES

- **Gather the Shards:** Shards are represented by the color-side-up Objective tokens. Any Hero can interact with a color-side-up Objective token to collect it.
- **Forge with Hellfire:** When 3 or more Objective tokens have been gathered, if all Heroes holding at least 1 Shard are in the Demonic Forge Zone (represented by the gray Objective token), any other Hero in the same Zone may spend 1 action to forge the Artifact.

SIDE QUEST

EXPERTLY FORGED!
If we are able to forge the artifact with more shards, it will probably be sturdier and less likely to shatter.

- **Condition:** Forge the Artifact with all 4 Shards.
- **Reward (only if you win):** Draw Campaign card 11.



QUEST D:
CAMPAIGN PROGRESSION

- If the Side Quest was NOT completed:
As the heroes forge the artifact, one of them eagerly rushes to wear it.
The Hellsbane Amulet glows with power, creating an arcane fire around the hero who put it on. Suddenly, the hero hears a voice in their head "HAHAHA, now we are one!" As the hero feels infused with power, the amulet shatters into pieces once more.

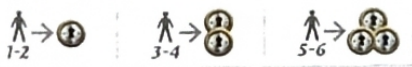
- If the Side Quest was completed:
As the heroes forge the artifact, one of them eagerly rushes to wear it.
The Hellsbane Amulet glows with power, creating an arcane fire around the hero who put it on. Suddenly the hero hears a voice in their head "HAHAHA, now we are one!". The hero feels infused with power, but there is something about them now. They feel different, more in tune with the source of the Darkness.

- **Reward:**
  - If players won this Quest on the first try: Choose a Hero to gain Campaign card 18 (before revealing it).
  - Otherwise, if you lost at least 1 time: Choose a Hero to gain Campaign card 19 (before revealing it).
- **Distribute experience amongst Heroes as they wish:**
  1-2 Heroes: 13 XP
  3-4 Heroes: 17 XP
  5-6 Heroes: 21 XP
- **Update the Treasure bag:** Remove 3 Common tokens and add 2 Epic tokens.

NEXT QUEST:
The party has honed the power of the Demonic Artifact. This will help them find and defeat the source of the Darkness, but will it be enough? Have they finally chosen their own destiny?

Go to Choose your Destiny (page 12).

**Loot tokens are placed according to the number of Heroes:*



QUEST E:
THE CURSED SWORD

The Cursed Sword is known for harnessing its wielder's power, making them powerful beyond measure. But it must be tamed. To tame the sword's evil energies, the heroes must use the sword to destroy Sin Crystals that exist in Hell. This way, the sword will feed on the Sin Crystals instead of the wielder's soul. With this sword, the Lightbringers might be able to defeat the source of the Darkness.

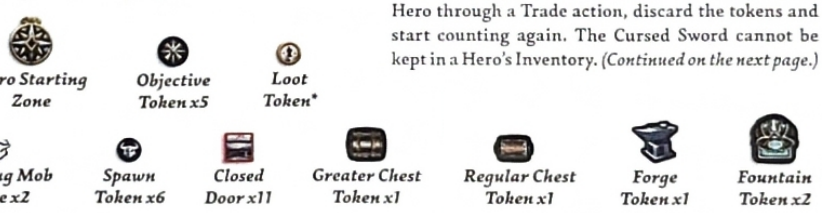
Tiles needed (from *Hellscape*, [A] Tiles): **1B, 2B, 5B, 6A.**

QUEST OBJECTIVE

Destroy the Sin Crystals: Use the Cursed Sword to destroy the 5 Sin Crystals

QUEST SPECIAL RULES

• **The Cursed Sword:** During setup, draw Campaign card 20, the Cursed Sword. A Hero holding the Cursed Sword takes Wounds at the start of each Hero Phase depending on how long they have held the Sword.



- **1st round** – 1 Wound
- **2nd consecutive round** – 2 Wounds
- **3rd consecutive round** – 3 Wounds
- **4th consecutive round** – ***DEFEAT!*** If a Hero starts their 4th consecutive round holding the Cursed Sword, the Hero loses their soul to the Darkness and the Quest ends in defeat.

Use the Corruption tokens to keep track of how many rounds a single Hero has held the Cursed Sword. As soon as they pass the Cursed Sword to another Hero through a Trade action, discard the tokens and start counting again. The Cursed Sword cannot be kept in a Hero's Inventory. *(Continued on the next page.)*

• **Destroy the Sin Crystals:** Sin Crystals are represented by Objective tokens. A Hero equipped with the Cursed Sword and standing in the same Zone as an Objective token may spend 1 action to destroy a Sin Crystal, removing it from the Dungeon. Once all tokens have been removed, the Quest ends in victory.

SIDE QUEST

Resisting Corruption!

The heroes mustn't succumb to the corruption of the Cursed Sword. As a matter of fact, they mustn't succumb at all! By doing so, we shall truly tame the sword.

• **Condition:** Don't use any Lifebringer tokens during this Quest.
• **Reward (only if you win):** Draw Campaign card 12.

QUEST E:
CAMPAIGN PROGRESSION

As the last Sin Crystal is destroyed, the heroes feel the drain on their souls weakening. They feel not only safer from the sword's corrupting presence, but also much more powerful by having obtained and tamed this amazing weapon!

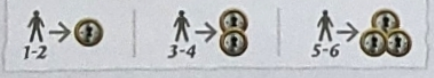
• **Reward:** Keep the Cursed Sword card (from now on, it does not wound or defeat Heroes at the start of the Hero Phase and it can be placed in the Hero's Inventory).
• **Distribute experience amongst Heroes as they wish:**
  1-2 Heroes: 8 XP
  3-4 Heroes: 12 XP
  5-6 Heroes: 16 XP
• **Update the Treasure bag:** Remove 3 Common tokens and add 2 Epic tokens.

Next Quest:

The party has obtained the Cursed Sword and its overwhelming power. This will help them find and defeat the source of Darkness. But will it be enough? Have they finally chosen their own destiny?

Go to Choose your Destiny (page 12).

**Loot tokens are placed according to the number of Heroes:*



QUEST F:
HELLISH MAZE

As the party of heroes approaches the Hellish Maze, they see signs on the wall. "This part of Hell belongs to the Beasts. Stay out or forever be lost in our maze." What are these so-called Beasts? The only way out now is to defeat them so the Lightbringers can continue their mission. Maybe by defeating the Beasts, the party might also find something useful.

Tiles needed (from *Hellscape*, [A] Tiles): **3B, 4B, 5B, 6A.**

QUEST OBJECTIVE

Kill the Roaming Beasts: Kill the 4 Special Roaming Monsters

QUEST SPECIAL RULES

• **Special Setup:** Place 1 Corruption token in each of the 4 indicated Zones.

• **The Roaming Beasts:** Every time a Chamber with a Corruption token is revealed, in addition to the usual steps of revealing a Chamber, also spawn 1 Roaming Monster in the Zone indicated by the Corruption token in that Chamber. This Roaming Monster is 1 of the Roaming Beasts. Once all 4 Roaming Beasts have been killed, the Quest ends in victory.

• **The Maze:** Tiles are not connected in this Quest and can only be accessed by using the magic passages represented by Objective tokens. Any Hero may spend 1 MP while standing in a Zone with an Objective token to move to any other Objective token Zone.

• **Monsters and Magic:** Mobs and Roaming Monsters can also use the magic passages. During the Enemy Phase, if there are no Heroes on a Tile, any Mobs and Roaming Monsters on that Tile move toward the nearest Zone with an Objective token. All Zones with Objective tokens are considered adjacent to each other for Mobs and Roaming Monsters (but do not grant Line of Sight to each other).

SIDE QUEST

MONSTER SLAYER!

During the chaos and confusion of fighting, one of the heroes shouts, "Leave it to me! I'll prove my mettle!"

• **Condition:** The same Hero kills 2 or more of the Roaming Beasts.

• **Reward (only if you win):** Choose 1 of the Heroes who killed the most Roaming Beasts. They gain Campaign card 13 (before revealing the card).

QUEST F:
CAMPAIGN PROGRESSION

The Lightbringers, after defeating the Roaming Beasts, can finally leave the Hellish Maze! But what's this? Something shiny lays close to one of the magic passages...

• **Reward:** Draw Campaign card 21.

• **Distribute experience amongst Heroes as they wish:**
  1-2 Heroes: 3 XP
  3-4 Heroes: 7 XP
  5-6 Heroes: 11 XP

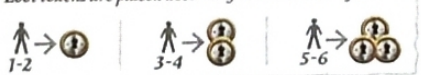
• **Update the Treasure bag:** Remove 3 Common tokens and add 2 Epic tokens.

NEXT QUEST:

The heroes have cleansed the Hellish Maze. At least something good has come out of this. Did this help them get closer to their objective? Have they finally chosen their own destiny?

Go to Choose your Destiny (page 12).

**Loot tokens are placed according to the number of Heroes:*



QUEST G:
THE HORROR BEAST

The Lightbringers approach the place where they suspect that the Horror Beast that has been terrorizing the town for ages might be. This horrendous creature is rumored to be immortal and has been the demise of many a Lightbringer. As the heroes get closer, they spot angel feathers scattered throughout the dungeons of Hell. What an odd place to find such a rare and exquisite item! Could these angel feathers help the heroes to defeat the Horror Beast? Or will it be just another unsolved mystery to unravel?

Tiles needed (from *Hellscape*, [A] Tiles): **1B, 4B, 5B, 7B.**

QUEST OBJECTIVE

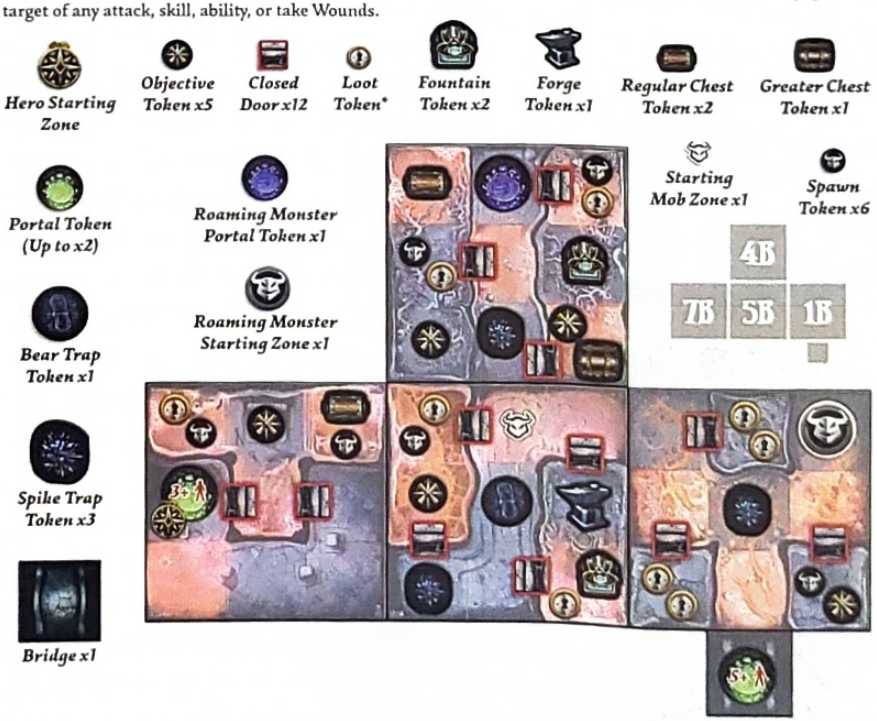
Defeat the Beast: Use the Angel Feathers to render the Beast vulnerable, then kill it

QUEST SPECIAL RULES

• **The Beast:** During setup, spawn a Roaming Monster 2 tiers above the current Roaming Monster tier (example: If you would spawn a Level 3-4, spawn a Level 6-7) in the indicated Zone. This is the Beast. The Beast is activated as usual during each Enemy Phase, but it can't be the target of any attack, skill, ability, or take Wounds.

• **Angel Feathers:** The Angel Feathers are represented by the Objective tokens. Any Hero standing in a Zone with an Objective token may spend 1 MP to interact with that token and pick it up (a Hero may carry more than 1). A Hero carrying an Angel Feather while standing in the Beast's Zone may spend 1 MP to place 1 Angel Feather on the Beast. The Beast is vulnerable as long as it has an Angel Feather on it: Heroes may attack, use skills, and abilities to deal Wounds to the Beast. At the start of each round, remove all Angel Feathers from the Beast: It becomes invulnerable again.

• **Defeat the Beast:** As soon as the Beast is killed, the Quest ends in victory. *(Continued on the next page.)*



SIDE QUEST

POWERFUL FEATHERING!

If we are able to defeat the Beast with fewer feathers, we might be able to snatch some on our way out of the dungeon!

- **Condition:** Place only 2 Angel Feathers on the Beast.
- **Reward (only if you win):** Draw Campaign card 14.

QUEST G:
CAMPAIGN PROGRESSION

The Horror Beast has been defeated! The townsfolk, and the entire land of Crondar, are now safe from this persistent menace! The townsfolk are grateful, and they have decided to help by funding the heroes' endeavors and costs. The mystery of why there were angel feathers in Hell remains unsolved.

- **Reward:** Draw Campaign card 22.
- **Distribute experience amongst Heroes as they wish:**
  1-2 Heroes: 13 XP
  3-4 Heroes: 17 XP
  5-6 Heroes: 21 XP
- **Update the Treasure bag:** Remove 3 Common tokens and add 2 Epic tokens.

NEXT QUEST:

The heroes have defeated a notorious enemy of the realm. This is a relief not only for the townsfolk, but also for the heroes, since they know this creature won't be able to catch them off-guard. Have they finally chosen their own destiny?

Go to Choose your Destiny (page 12).

**Loot tokens are placed according to the number of Heroes:*

1-2 → 1 | 3-4 → 2 | 5-6 → 3

QUEST H:
RELEASING MICHAEL

The Lightbringers, confident of their powers after having explored parts of Hell that where thought to be only figments of a collective imagination, now sense a strong presence of Darkness and Corruption. This ever-present sense of doom could be the source of all the Darkness.

Tiles needed (from *Hellscape*, [A] Tiles): **2B, 4B, 8A.**

QUEST OBJECTIVES

Complete the objectives in order:

1- Access the Corruption Chamber: Break all the Corruption Seals from the Dungeon to reach Michael

2- Release Michael: Release Michael from the Corruption

QUEST SPECIAL RULES

- **Michael's Corruption Chamber:** Michael is imprisoned by the Darkness in a Corruption Chamber, represented by Tile 8A (this is the Boss Chamber). The Corruption Chamber can only be accessed by the door with a white outline. This door can only be opened once all Corruption Seals have been broken. When the door to the Corruption Chamber is opened, do not reveal a Door card. As soon as a Hero enters the Corruption Chamber, the Boss Fight begins.

Hero Starting Zone

Archangel Michael's Zone

Starting Mob Zone x1

Spawn Token x5

Corruption Token x4

*Loot Token**

Forge Token x1

Regular Chest Token x1

Greater Chest Token x2

Fountain Token x2

Closed Door Token x4

Boss Fight Starting Zone

Roaming Monster Portal Token x1

Spike Trap Token x1

Bridge x1

Portal Token (Up to x2)

• **Corruption Seals:** Each Corruption Seal is represented by a Corruption token. As soon as all of them are broken, any Hero can spend 1 MP to open the door to the Corruption Chamber. In order to break a Corruption Seal, a Hero must spend 1 action while standing in the token's Zone. Every time a Corruption Seal is broken, remove the token and each Hero gains 5 XP.

Archangel Michael's Boss Fight

As soon as a Hero enters the Corruption Chamber, place all Heroes in the Boss Fight Starting Zone. Remove all Tiles that are not part of the Boss Chamber, including all components placed on them. Remove the Darkness Track and place the Michael's Boss Dashboard next to the Dungeon with the Darkness Marker on the leftmost space of the Boss track. Heroes recover all Health and Mana to their maximum values.

Place 2 Corruption tokens on the Corruption Stone Zones (Shadow Zones) for each Hero. Players choose the Zones, but must distribute the tokens as equally as possible among them. Then, perform a Level Up Phase and immediately start a new Hero Phase. Archangel Michael can't be the target of any attack, skill, ability or take Wounds until there are no Corruption tokens in the whole Tile.

Once there are no Corruption tokens on the Tile, Archangel Michael is vulnerable and can be targeted and take Wounds as usual. If any effect adds Corruption tokens to the Tile, Archangel Michael becomes invulnerable again. Any Hero on a Zone with a Corruption token may spend 1 action to remove it. Each time a Hero removes a Corruption token from a Zone they must roll 1 . If the Hero takes 1 Wound. If place 1 Corruption token on their Dashboard. If the Hero takes 1 Wound and places 1 Corruption token on their Dashboard.

If the Heroes manage to defeat Archangel Michael, Michael is finally freed from Corruption and the Quest ends in victory.

Quest H:
Campaign Progression

Archangel Michael kneels and quietly whispers, "What have I done?". As Michael rises, the Lightbringers prepare themselves for another bout. But Michael announces, "Fear not. I am myself again. Thank you for releasing me from the corruption." Michael then explains that they came to Hell as soon as they felt that the Darkness had come anew. Michael's goal was to defeat whatever was responsible for this new uprising before things could escalate even more. Upon arriving, Michael was caught off-guard and was imprisoned in the Corruption Chamber where the heroes found them, stripped of free will. Unfortunately, this Chamber was not the source of the Darkness as the Lightbringers had thought.

"Since you have freed me from my thralldom and we share a common goal," Michael says, "I will help in your quest, Lightbringers. I have not yet found the source of the Darkness, but I have discovered that the Supernal Realm, Heaven itself, is slowly being corrupted by Darkness. You must venture into Heaven and cleanse the evil that is creeping in the most hallowed of places. To reach Heaven, you must seize the relic that grants passage: the Reaper's Scythe. This is not an easy task, as there is only one way to obtain it: Defeat the Reaper itself. To find the Reaper, you must either collect enough souls in Hell to force open the Reaper's Time Chamber, or you can find all the Soul Keys that, combined, will be able to open it."

As the heroes shudder at the thought of fighting the Harbinger of Death, Michael reassures them. "Fear not, for I will help you. There is an artifact that can only be forged in Heaven. I can go there and forge it to aid your mission. Or I can stay here in Hell with you and fight. Either way, I shall redeem myself."

• **Reward:** Choose 1:
  - **Let Michael go to Heaven:** Draw Campaign card 23.
  - **Ask Michael to stay in Hell:** Draw Campaign card 24.
• **Distribute experience amongst Heroes as they wish:**
  1-2 Heroes: 3 XP
  3-4 Heroes: 7 XP
  5-6 Heroes: 11 XP
• **Update the Treasure bag:** Remove 2 Common tokens, add 2 Epic tokens and 2 Legendary tokens.

Hidden Achievement unlocked:
Now that the heroes have learned how to free angels from corruption, they might be able to save any other angels they meet.

• **Kill 1 Corrupted Angels Mob:** Draw Campaign card 2.

Next Quest:
Michael has told the heroes that they need to seize the Reaper's Scythe and also explained how to reach the Reaper. Now, it's up to the Lightbringers!

Choose 1:
- Soul Collector (Quest I, page 18)
The Lightbringers must collect enough souls to be able to force open the doors to the Reaper's Time Chamber.

- Soul Keys (Quest J, page 19)
The Lightbringers must find all the Soul Keys in time to open the doors to the Reaper's Time Chamber.

QUEST I:

SOUL COLLECTOR

The gates that lead to the Time Chamber are barred by a Demonic Ward. In order to open the entrance to the chamber, the magic ward must be tricked by offering souls to it. The party must find a way to gather these souls if they want to move onward with their adventure.

Tiles needed (from *Hellscape*, [A] Tiles): **3B, 5B, 6B, 8B.**

QUEST OBJECTIVES

Complete the objectives in order:
1- Collect the Souls: Collect 10 Souls per Hero
2- Defeat the Reaper: Kill the Reaper

QUEST SPECIAL RULES

• **Special Setup:** Draw Campaign card 25.

• **Collect the Souls:** Souls come from killing Enemies and destroying Objective tokens. The Heroes collect 1 Soul for each Minion or Leader a Hero kills. Each Roaming Monster grants the Heroes 3 Souls when killed. Objective tokens represent Soul Prisons and grant 5 Souls when destroyed. The door with the white outline is the Gate to the Time Chamber (this is the Boss Chamber) and it is locked. Place Health tokens on the Gate's Zone to keep track of how many Souls have been collected. As soon as the Heroes collectively have 10 Souls per Hero, the Gates are unlocked and can be opened as usual.

• **Soul Prisons:** Objective tokens represent Soul Prisons. Any Hero standing in the same Zone as an Objective token may spend 1 action to destroy it. Remove the token from the Dungeon. The Heroes collect 5 Souls and each Hero gains 5 XP.

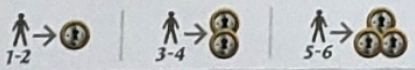
The Reaper's Boss Fight

As soon as a Hero enters the Time Chamber, place all Heroes in the Boss Fight Starting Zone. Remove all Tiles that are not part of the Boss Chamber, including all components placed on them. Remove the Darkness Track and place The Reaper's Boss Dashboard next to the Dungeon with the Darkness Marker on the leftmost space of the Boss track. Heroes recover all Health and Mana to their maximum values.

Place 2 Time tokens in each Hourglass Zone. Then, perform a Level Up Phase and immediately start a new Hero Phase. A Hero standing in the Hourglass Zone may spend 1 action to add 1 Time token to the Zone. The Reaper's abilities remove Time tokens.

If a Time token must be removed but there are no tokens left in the indicated Hourglass Zone, the Quest ends in defeat. If the Heroes kill The Reaper, the Quest ends in victory.

**Loot tokens are placed according to the number of Heroes:*



QUEST I:
CAMPAIGN PROGRESSION

The Reaper silently succumbs to the heroes' collective might, vanishing and withering away into a mist. Its scythe falls to the floor of the Time Chamber.

- **Reward:** Draw Campaign card 27. The Heroes must have this item equipped or in their Inventory for the next Quest.
- **Distribute experience amongst Heroes as they wish:**
  1-2 Heroes: 3 XP
  3-4 Heroes: 7 XP
  5-6 Heroes: 11 XP
- **Update the Treasure bag:** Remove 2 Rare tokens and add 1 Legendary token.

Next Quest:
With the Reaper's Scythe in hand, the heroes are ready to go to Heaven and cleanse it from the evil that has been tainting the world. There is only one path to take now, and it is upwards! The Lightbringer's destiny is finally being revealed.

Go to Follow your Destiny (page 20).

QUEST J:

THE SOUL KEYS

The gates that lead to the Hourglass Chamber need a set of Soul Keys to be opened. But these Soul Keys are of an aethereal nature and will soon vanish. Time is of the essence if we wish to reach and defeat The Reaper.

Tiles needed (from *Hellscape*, [A] Tiles): **6B, 7A, 8B.**

QUEST OBJECTIVES

Complete the objectives in order:
1- Collect the Soul Keys: Collect the Keys before they vanish
2- Defeat the Reaper: Kill the Reaper

QUEST SPECIAL RULES

• **Time Chamber:** The Reaper awaits in the Time Chamber, represented by Tile 8B (this is the Boss Chamber). The Time Chamber can only be accessed by the door with a white outline. This door is locked and can only be opened when the Heroes collectively have the 3 Soul Keys to the Chamber. When the door to the Time Chamber is opened, do not reveal a Door card. As soon as a Hero enters the Time Chamber, the Boss Fight begins.

• **Time is Ticking:** During setup, place Time tokens on each Objective token according to the number listed on the map. During each Darkness Phase, remove 1 Time token from each Objective token. If players ever need to remove a token from an Objective token and there are no tokens left, it disappears and the Quest ends in defeat.

• **Collect the Soul Keys:** Each Objective token represents a Soul Key. Any Hero standing in the same Zone as a Soul Key may spend 1 action to collect it. Each time a Soul Key is collected, each Hero gains 7 XP. Take heed that the Soul Keys are vanishing: If even 1 Key disappears, the Quest ends in defeat.

• **Ethereal Planes:** Enemies may freely move through doors, even if they're closed. Closed doors still block Line of Sight.

The Reaper's Boss Fight

As soon as a Hero enters the Time Chamber, place all Heroes in the Boss Fight Starting Zone. Remove all Tiles that are not part of the Boss Chamber, including all components placed on them. Remove the Darkness Track and place The Reaper's Boss Dashboard next to the Dungeon with the Darkness Marker on the leftmost space of the Boss track. Heroes recover all Health and Mana to their maximum values.

Place 2 Time tokens in each Hourglass Zone. Then, perform a Level Up Phase and immediately start a new Hero Phase. A Hero standing in the Hourglass Zone may spend 1 action to add 1 Time token to the Zone. The Reaper's abilities remove Time tokens. If a Time token must be removed but there are no tokens left in the indicated Hourglass Zone, the Quest ends in defeat. If the Heroes kill The Reaper, the Quest ends in victory.

QUEST J:
CAMPAIGN PROGRESSION

The Reaper silently succumbs to the heroes' collective might, vanishing and withering away into a mist. Its scythe falls to the floor of the Time Chamber.

- **Reward:**
  - Draw Campaign card 26.
  - Draw Campaign card 27. The Heroes must have this item equipped or in their Inventory for the next Quest.
- **Distribute experience amongst Heroes as they wish:**
  1-2 Heroes: 3 XP
  3-4 Heroes: 7 XP
  5-6 Heroes: 11 XP
- **Update the Treasure bag:** Remove 2 Rare tokens and add 1 Legendary token.

Next Quest:
With the Reaper's Scythe in hand, the heroes are ready to go to Heaven and cleanse it from the evil that has been tainting the world. There is only one path to take now, and it is upwards! The Lightbringer's destiny is finally being revealed.

Go to Follow your Destiny (page 20).

**Loot tokens are placed according to the number of Heroes:*

1-2 → 1 | 3-4 → 2 | 5-6 → 3

Hero Starting Zone | *Objective Token x3*

The Reaper's Zone

Boss Fight Starting Zone

Closed Door Token x8

Starting Mob Zone x1

*Loot Token**

Regular Chest Token x1

Greater Chest Token x2

Spawn Token x3

Time Token x9

Forge Token x1

Bridge x2

Bear Trap Token x1

Fountain Token x1

Roaming Monster Portal Token x1

Portal Token (Up to x2)

FOLLOW YOUR DESTINY

Against all odds, the Lightbringers have made it this far! Now is the time to face the consequences of their actions throughout the campaign.

According to the Campaign's progression, play the following Quest:

1. **If players have either Campaign card 18 or 19:** Go to *Hello, Darkness!* (Quest K, this page).
2. **If players don't have either Campaign cards 18 or 19, but have Campaign card 23:** Go to *Heaven's Secret Door* (Quest L, page 21).
3. **Otherwise:** Go to *Stairway to Heaven* (Quest M, page 22).

QUEST K:

HELLO, DARKNESS!

The Lightbringers have found a portal that will lead them straight to Heaven directly from the depths of Hell. Even in possession of the Reaper's Scythe, an ordinary hero could not use this portal, for it would corrupt their soul to the core. Luckily, the party has a Half-Demon amongst them, and the Half-Demon is able to manipulate the portal to do their bidding. Sometimes fighting fire with fire really does pay off!

Tiles needed (from *Heavenfall*, [B] Tiles): **1B, 2A, 3A, 4A.**

QUEST OBJECTIVE

Absorb Darkness: Reach 7 Darkness Power

QUEST SPECIAL RULES

• **Darkness Power:** The Hero with the Half-Demon special skill is able to absorb the energy from the Darkness in Heaven. Every time any Hero kills a Leader or a Roaming Monster that is in a Shadow Zone, the Half-Demon Hero takes 1 Wound and advances their Darkness Power by 1.

To track the Darkness Power, place Mana tokens on top of the Half-Demon special skill card.

• **Beacons of Darkness:** Sources of Dark Energy are represented by Objective tokens. The forces of Darkness have created a focus of Dark energy to weaken the fabric of Heaven. When standing in a Zone with an Objective token, the Half-Demon Hero may spend 1 action to destroy it. They take 1 Wound and advance their Darkness Power by 1.

• **Absorbing Darkness:** As soon as the Darkness Power reaches 7, the Quest ends in victory.

Hero Starting Zone

Objective Token x3

*Loot Token**

Closed Door x6

Forge Token x1

Regular Chest Token x2

Greater Chest Token x1

Starting Mob Zone x1

Spawn Token x4

Pillar Token x1

Fountain Token x1

Bridge x2

Roaming Monster Portal Token x1

Portal Token (Up to x2)

Spike Trap Token x1

**Loot tokens are placed according to the number of Heroes:*

1-2 → 1

3-4 → 2

5-6 → 3

SIDE QUEST

TIME IS TICKING!

The Heroes must hurry! If they delay for too long, it might be too late.

- **Condition:** End the Quest before the end of round 7.
- **Reward (only if you win):** Each Hero gains 1 new skill.

QUEST K:
CAMPAIGN PROGRESSION

As the Half-Demon absorbs more and more energy, they sense a surge of power! Suddenly, they babble some hasty words that sound as gibberish to most and a sword appears in their hand!

- **Reward:** Draw Campaign card 29.
- **Distribute experience amongst Heroes as they wish:**
  1-2 Heroes: 3 XP
  3-4 Heroes: 7 XP
  5-6 Heroes: 11 XP
- **Update the Treasure bag:** Remove 2 Rare tokens and add 1 Legendary token.

NEXT QUEST:

The Lightbringers have cleansed part of the invasion against Heaven. With their newly acquired Profane Sword, they are ready to face whatever may come! They must reach the Gates of Heaven and protect it from the incoming evil!

Go to *Duke of Hell* (Quest N, page 23).

QUEST L:
HEAVEN'S SECRET DOOR

As the heroes try to find the way into Heaven, an Angelic Portal appears in front of them. On the other side is Archangel Michael. "Quickly! There is no time!" he incites, "The gates of Heaven are about to be breached!" The heroes hurry through the brittle portal as the passage vanishes behind them. "Since you are in possession of the Reaper's Scythe. I've managed to open this portal in secrecy so you could come through! Unfortunately, the Sacred Artifact I came to forge has had its shards and pieces scattered by the chaos of this invasion. Help me reforge it in the Angelical Forge so we can be ready to finally face the source of this Darkness!"

Tiles needed (from *Hellscape*, [A] Tiles): **5B.**
Tiles needed (from *Heavenfall*, [B] Tiles): **1A, 2A, 3A.**

QUEST OBJECTIVES

Complete the objectives in order:
1- Sacred Shards: Collect at least 7 Sacred Shards
2- Forge with Holy Fire: Use the Shards to forge the Artifact at the Angelical Forge

QUEST SPECIAL RULES

- **Sacred Shards:** Sacred Shards can be collected from the Enemies that invaded Heaven. Every time a Hero kills a Roaming Monster or a Leader, they roll 2 . For each rolled, the Heroes gain 1 Shard. Place Health tokens on the Angelical Forge Zone to keep track of the collected Shards.
- **Broken Pieces:** Color-side-up Objective tokens represent Broken Pieces, which are the biggest parts of the destroyed Artifact. Any Hero standing on a color-side-up Objective token Zone may spend 1 action to discard the Objective token and collect 1 Shard.
- **The Angelical Forge:** The Zone with a gray Objective token is the Angelical Forge Zone. Once the Heroes collectively gathered at least 7 Shards, any Hero standing on the Angelical Forge Zone may spend 1 action to Forge the Sacred Artifact. As soon as the artifact is forged, the Quest ends in victory. *(Continued on the next page.)*

**Loot tokens are placed according to the number of Heroes:*
1-2 →
3-4 →
5-6 →

Hero Starting Zone | *Color-Side-Up Objective Token x4* | *Gray Objective Token x1* | *Loot Token** | *Spawn Token x5* | *Starting Mob Zone x2*

Roaming Monster Portal Token x1 | *Portal Token (Up to x2)* | *Greater Chest Token x1* | *Regular Chest Token x2*

Bridge x2 | *Spike Trap Token x2* | *Fountain Token x1* | *Forge Token x1* | *Closed Door x10*

SIDE QUEST

SPARE PARTS!

If the heroes are able to collect more shards then needed for the artifact, they may be able to forge something else as well.

- **Condition:** Complete the Quest having collected at least 10 Shards.
- **Reward (only if you win):** Draw Campaign card 15.

QUEST L:
CAMPAIGN PROGRESSION

The Lightbringers finaly help Michael to forge the ultimate sacred weapon. Now they are ready to face the source of the Darkness!

- **Reward:** Draw Campaign card 30.
- **Distribute experience amongst Heroes as they wish:**
  1-2 Heroes: 3 XP
  3-4 Heroes: 7 XP
  5-6 Heroes: 11 XP
- **Update the Treasure bag:** Remove 2 Rare tokens and add 1 Legendary token.

NEXT QUEST:

The Lightbringers have cleansed part of the invasion against Heaven. With their newly-acquired Sacred Sword, they are ready to face whatever may come! They must now reach the Gates of Heaven and protect it from the incoming evil!

Go to *Duke of Hell* (Quest N, page 23).

QUEST M:
STAIRWAY TO HEAVEN

Heaven is doomed! The Heroes must reach the Gates of Heaven, and with the power of the Reaper's Scythe they might have a way. They must go back to Crondar and climb their way up to Heaven!

Tiles needed (from *Hellscape*, [A] Tiles): **1A.**
Tiles needed (from *Heavenfall*, [B] Tiles): **1B, 2B, 4B.**

QUEST OBJECTIVES

Complete the objectives in order:
1- Angel's Choir: Collect at least 3 Music Sheets
2- Angel's Call: Play the Song at the Organ

QUEST SPECIAL RULES

- **Angel's Choir:** Each torn part of the Choir's Music Sheet is represented by a color-side-up Objective token. Any Hero standing in an Objective token Zone may spend 1 action to collect the token. Objective tokens may be traded by Heroes like items.

- **The All-Mighty Organ:** The Zone with the gray Objective token is the Organ. A Hero holding at least 3 Music Sheets can spend 1 action in the Organ Zone to play the Angel's Choir Song. As soon as the Song is played, the Quest ends in victory.

- **The 5th Watchman:** The Corruption token represents a Roaming Monster spawn Zone and is not affected by Door cards. When its Chamber is revealed, in addition to the regular spawn, spawn a Roaming Monster in the Corruption token Zone, then discard the token.

SIDE QUEST

A MASTERPIECE!

If the Lightbringers are able to play the Angel's Choir Song to its full extent, it will surely be more inspiring.

- **Condition:** Play the complete Song with all 4 Music Sheets when winning the Quest.
- **Reward (only if you win):** Draw Campaign card 15.

Hero Starting Zone

Spawn Token x4

Starting Mob Zone x3

Corruption Token x1

Closed Door x9

*Loot Token**

Regular Chest Token x2

Greater Chest Token x1

Fountain Token x1

Portal Token (Up to x2)

Roaming Monster Portal Token x1

Color-Side-Up Objective Token x4

Gray Objective Token x1

Forge Token x1

**Loot tokens are placed according to the number of Heroes:*

1-2 → 1 | 3-4 → 2 | 5-6 → 3

Bridge x2

Spike Trap Token x2

QUEST M:
CAMPAIGN PROGRESSION

The Lightbringers play the the Song and purge Heaven from the evil beings that were tormenting it. Now, they must finally tackle the source of this Darkness!

- **Reward:** Draw Campaign card 28.
- **Distribute experience amongst Heroes as they wish:**
  1-2 Heroes: 3 XP
  3-4 Heroes: 7 XP
  5-6 Heroes: 11 XP
- **Update the Treasure bag:** Remove 2 Rare tokens and add 1 Legendary token.

NEXT QUEST:
The Lightbringers have cleansed part of the invasion against Heaven. With their newly acquired Angelic Halo, they are ready to face whatever may come! They must reach the Gates of Heaven and protect it from the incoming evil!

Go to *Duke of Hell* (Quest N, this page).

QUEST N:
DUKE OF HELL

The Lightbringers have finally found the source of the Darkness. Baalberith, Duke of Hell, has revealed himself and has mustered a large force of agents of Darkness to storm the Gates of Heaven. The Lightbringers must do whatever they can to cleanse the entry area and keep the Gates closed! If they can hold the Darkness for long enough to defeat Baalberith, there might be hope!

Tiles needed (from *Heavenfall*, [B] Tiles): **1B, 2B, 3B, 4A.**

QUEST OBJECTIVES

Complete the objectives in order:
1- Banish Darkness: Kill the 2 last Vanguard Generals
2- End Darkness: Kill Baalberith

QUEST SPECIAL RULES

- **Special Setup:**
- Do not place the Portal tokens with white outlines.
- Spawn a Roaming Monster on the Roaming Monster Portal.
- In addition to the Campaign Setup, also remove the following Door cards from the game: Cramped Room, Enemy Plans, Chasing the Weak, Portal Door, and Ambush!

- **Banish Darkness:** The Corruption tokens represent Roaming Monster spawn Zones and are not affected by Door cards. When their Chambers are revealed, in addition to any Door card effect, spawn a Roaming Monster in the respective Corruption token Zone, then discard the token. These Roaming Monsters are the Vanguard Generals. Heroes must kill them before advancing to fight Baalberith. Every time a Hero kills a Vanguard General, each Hero also gains 10 XP.

- **Darkness Grows Strong:** Prior to the Final Battle, no Mobs appear in the Dungeon and Heroes only fight Roaming Monsters. During the Darkness Phase, if Mobs would spawn due to the Darkness Track, spawn a Roaming Monster on the Roaming Monster Portal instead (place Corruption tokens on the Mob Spawn spaces in the Darkness Track as a reminder).

- **Gates of Heaven:** Tiles [B]3B and [B]4A together represent the Gates of Heaven (this is the Boss Chamber). The door with a white outline is locked and can only be opened when the Heroes have killed both Vanguard Generals. When a Hero opens this door, do not reveal a Door card. As soon as a Hero enters the Boss Fight Starting Zone, they immediately end their turn and do not take turns until all other Heroes have entered as well. When all Heroes have entered the Gates of Heaven, the Final Battle begins.

BAALBERITH'S BOSS FIGHT

- **The Final Battle:** When the Final Battle begins, remove all Tiles that are not part of the Boss Chamber, including all components placed on them. Remove the Darkness Track (place remaining Treasure tokens on the Darkness Track into the Treasure bag) and place Baalberith's Boss Dashboard (initial side up) next to the Dungeon with the Darkness Marker on the leftmost space of the Boss track. Heroes recover all Health and Mana to their maximum values.

Place 70 Health tokens in the Objective token Zone, this is the Gate. Place the Portal tokens with white outline (according to the Heroes count as usual) on the Boss Chamber, and spawn 1 Mob in each Portal. Then, perform a Level Up Phase and immediately start a new Hero Phase.

- **Mob Activation:** During the Boss Fight, each Mob activates once before rolling Baalberith's Activation dice. They perform only 1 action and always target the Gate. If a Mob is not able to attack the Gate on its action, it moves toward the closest Zone from which an attack is possible.

Example: *The Satyrs spawn on the Roaming Monster Portal with a ranged weapon. During their first activation, which happens after the first Hero has taken their turn, the Satyrs move to the adjacent Zone, which gives them LoS to the Gate. During their next activation, they attack the Gate (as they now have LoS).*

- **Damaging the Gate:** When an Enemy attacks the Gate, do not roll Defense dice and ignore all rolled. For each Wound dealt, remove 1 Health token from the Gate. If all Health tokens are removed, the Quest ends in defeat.

- **Frost Tokens:** Mobs and Roaming Monsters treat tokens like a Boss. They take the tokens, but when they activate, they remove all tokens without effect.

- **Baalberith Is Not Easily Killed:** As soon as Heroes deal enough Wounds to kill Baalberith, instead of finishing the Boss Fight, remove its miniature from the Dungeon along with all tokens, and flip its Dashboard to the Enraged side.

Hero Starting Zone

Boss Fight Starting Zone

Baalberith Starting Zone

Closed Door Token x7

Objective Token x1

Corruption Token x2

Regular Chest Token x1

Greater Chest Token x2

Roaming Monster Portal Token x1

Portal Token (Up to x2)

Forge Token x2

Fountain Token x3

Spike Trap Token x1

Bridge x1

Hellish Breach Zone

Do not place the Darkness Marker on the Boss track yet. During the next Enemy Phase, activate the Mobs (if any), then instead of activating Baalberith, place its miniature back in the Dungeon in the Hellish Breach Zone and the Darkness Marker on the leftmost space of the Boss track. Also spawn the Roaming Monster Uriel in the Roaming Monster Portal. Both do not activate in that Enemy Phase. Uriel activates along with the Mobs, but follows their Activation Pattern as usual, ignoring the Gate. As soon Baalberith is killed on his Enraged side, the Quest ends in victory

• **Mind Control:** If Baalberith triggers this ability, the Hero that is moved does not take Reaction Damage, and when assembling their attack dice pool, do not add the Shadow die. This roll is not affected by any skill or ability, nor generates Mana.

• **Nefarious Domination:** This ability affects all Heroes. Its effect is different for each Class.

- **Wizard:** Place 1 token from the reserve on each Spell on the Amulet. The next time the Wizard uses or rotates the marker out of a Spell with a token, they must also spend 1 . Then, remove that token.
- **Shaman:** Flip 1 Element tracker to its initial side (faceup). If the Shaman doesn't have any facedown Element tracker, lose all Elements from the Element track with the most Elements.
- **Berserker:** Immediately lose all
- **Rogue:** Draw a Rogue token from the bag and remove it from the game until the end of the Quest.
- **Paladin:** Place all Consecration tokens back on the Paladin dashboard.
- **Ranger:** Draw an Arrow card and immediately suffer the Overload effect of that card (ignore).
- **Bard:** Remove all the Active Notes from the Bard Musical dashboard.
- **Tinkerer:** Discard any 3 items (except the Exo-Armor).
- **Necromancer:** Lose Souls until the Necromancer reaches the next lower threshold.
- **Monk:** The next played Chakra must be Meditation. Keep it faceup close to the Hero's dashboard as a reminder.
- **Druid:** Transform back to the Druid's Original Form without triggering any Transformation effect and reduce all the Animal Form tracks by 2.

If you Win:

CONGRATULATIONS!

Baalberith, the source of this Darkness, has been defeated! Both Crondar and Heaven itself have been saved from its corruption. The heroes come back to the Council and the Lightbringer Company with much praise and rejoice. Your names will be forever engraved in history.

Victorious Lightbringers: Scan this QR code for a bonus to celebrate your achievement!